This listing of claims does not include any amendments to the claims but is merely provided for the convenience of the Examiner.

Listing of Claims:

1. (Currently Amended)   A method comprising:

determining a ~~first~~ number of block instances available to a viewer in an interactive three-dimensional programming guide (IPG);

determining a ~~second~~ number of available information attribute sets to be presented to the viewer;

~~comparing the~~ determining whether the first number ~~of block instances with~~ is greater than the ~~second~~ number ~~of available information attribute sets~~;

~~based on the comparison~~ in response to determining that the first number is greater than the second number, choosing a first mapping technique of at least three mapping techniques; and

mapping the available information attribute sets to the ~~number of~~ available block instances to generate mapped block instances based on the mapping technique chosen; and

displaying the mapped block instances contiguously.

2. (Original) The method of claim 1, wherein each of the mapped block instances is associated with one or more structure attributes.

3. (Currently Amended)   The method of claim 2, wherein only when the first number ~~of available information attributes~~ is ~~less~~ greater than the second number ~~of block instances~~, two or more block instances are mapped with the same information attributes.

4. (Currently Amended)   The method of claim 2, wherein when the first number ~~of available information attributes~~ is ~~less~~ greater than the second number ~~of block instances~~, one or more block instances is not visible to the viewer.

5. (Currently Amended)   The method of claim 2, wherein when the first number ~~of available information attributes~~ is ~~less~~ greater than the second number ~~of block instances~~, ~~the~~ a number of

displayed mapped block instances is ~~less~~ greater than the second number ~~of available block instances~~.

6. (Original) The method of claim 1, wherein each displayed mapped block instances is manipulated independently of the other displayed mapped block instances.

7. (Original) The method of claim 6, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes.

8. (Original) The method of claim 6, wherein each displayed mapped block instance is manipulated by modifying the associated one or more information attributes.

9. (Original) The method of claim 6, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes and the associated one or more information attributes.

10. (Original) The method of claim 1, wherein the mapped block instances are displayed contiguously on a surface.

11. (Original) The method of claim 10, wherein the surface is a bar.

12. (Original) The method of claim 10, wherein the surface is associated with one or more surface attributes.

13. (Currently Amended)   A system including:

a computer readable storage medium having stored thereon sequences of instructions which are executable by a system, and which, when executed by the system, cause the system to perform a method, comprising the steps of:

determining a first number of block instances available to a viewer in an interactive three-dimensional programming guide (IPG);

determining a ~~second~~ number of available information attribute sets to be presented to the viewer;

~~comparing~~ determining whether the first number ~~of block instances with the~~ is greater than the second number ~~of available information attribute sets~~;

~~based on the comparison~~ in response to determining that the first number is greater than the second number, choosing a first mapping technique of at least three mapping techniques; and

mapping the available information attribute sets to the ~~number of~~ available block instances to generate mapped block instances based on the mapping technique chosen; and

displaying the mapped block instances contiguously.

14. (Previously Presented)   The system of Claim 13, wherein each of the mapped block instances is associated with one or more structure attributes.

15. (Currently Amended)   The system, of Claim 13, wherein only when the first number ~~of available information attributes~~ is ~~less~~ greater than the second number ~~of block instances~~, two or more block instances are mapped with the same information attributes.

16. (Currently Amended)   The system, of Claim 13, wherein when the first number of ~~available information attributes~~ is ~~less~~ greater than the second number ~~of block instances~~, one or more block instances is not visible.

17. (Currently Amended)   The system, of Claim 13, wherein when the first number of ~~available information attributes~~ is ~~less~~ greater than the second number ~~of block instances~~, ~~the~~ a number of contiguously displayed mapped block instances is ~~less~~ greater than the second number ~~of available block instances~~.

18. (Previously Presented)   The system, of Claim 13, wherein each displayed mapped block instances is manipulated independently of the other displayed mapped block instances.

19. (Previously Presented)   The system, of Claim 18, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes.

20. (Previously Presented)   The system of Claim 18, wherein each displayed mapped block instance is manipulated by modifying the associated one or more information attributes.

21. (Previously Presented)   The system, of Claim 18, wherein each displayed mapped block instance is manipulated by modifying the associated one or more structure attributes and the associated one or more information attributes.

22. (Previously Presented)   The system, of Claim 18, wherein the mapped block instances are displayed contiguously on a surface.

23. (Previously Presented) The system, of Claim 22, wherein the surface is a bar.

24. (Previously Presented) The system, of Claim 22, wherein the surface is associated with one or more surface attributes.

25. (Currently Amended) A system comprising:
        a processor; and
        a memory coupled with the processor, the memory operable to include a first queue to store active data elements and a second queue to store inactive data elements,
        wherein a first number of available block instances is compared with a second number of available data elements to determine whether the first number is greater than the second number, and
        wherein in response to determining that the first number is greater than the second numberbased-on-the-comparison, one of at least three display techniques is chosen, wherein the active data elements are displayed in visible block instances in an interactive three-dimensional programming guide (IPG), and wherein the visible block instances are displayed contiguously in accordance with the chosen display technique.

26. (Original) The system of claim 25, wherein each block instance is associated with one or more structure attributes.

27. (Original) The system of claim 25, wherein each data element is associated with one or more information attributes.

28. (Canceled)

29. (Canceled)

30. (Original) The system of claim 25, wherein an inactive data element is displayed in a visible block instance by moving the inactive data element from the inactive queue to the active queue.

31. (Original) The system of claim 25, wherein an inactive data element is displayed in the visible block instance by swapping the inactive data element with an active data element being displayed in the visible block instance.

32. (Currently Amended) The method of claim 3, wherein at least two block instances are identical, further wherein the at least two identical block instances are the display of each block instance mapped with the same information attributes as another block instance is identical.

33. (Currently Amended) The system of claim 15, wherein at least two block instances are identical, further wherein the at least two identical block instances are the display of each block instance mapped with the same information attributes as another block instance is identical.

34. (Previously Presented) The system of claim 25, wherein two or more block instances display identical data elements.

35. (New) The method of claim 1 further comprising:

        in response to determining that the first number is not greater than the second number, determining whether the first number is equal to the second number;

in response to determining that the first number is equal to the second number, choosing a second mapping technique of the at least three mapping techniques.

36. (New) The method of claim 35 further comprising:

in response to determining that the first number is not greater or equal to the second number, choosing a third mapping technique of the at least three mapping techniques.

37. (New) The system of claim 13, the storage medium comprising instructions that when executed cause the system to further perform the steps of:

in response to determining that the first number is not greater than the second number, determining whether the first number is equal to the second number;

in response to determining that the first number is equal to the second number, choosing a second mapping technique of the at least three mapping techniques.

38. (New) The system of claim 37, the storage medium comprising instructions that when executed cause the system to further perform the step of:

in response to determining that the first number is not greater or equal to the second number, choosing a third mapping technique of the at least three mapping techniques.

39. (New) The system of claim 25, wherein in response to determining that the first number is not greater than the second number, and that the first number is equal to the second number, a second mapping technique of the at least three mapping techniques is chosen.

40. (New) The system of claim 39, wherein in response to determining that the first number is not greater or equal to the second number, choosing a third mapping technique of the at least three mapping techniques.